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TRADE FEDERATION LANDING SHIP

Corrupt viceroy's invasion vehicle

Daultay Dofine

CIS Battle Droids

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Packaged by Continuo Creativ
39-41 North Road,
London N7 9DP

ISBN: 978-1-4439-0954-9

N68 11 04 20

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STAR WAR

During the build-up to the Invasion of Naboo, the cunning Trade Federation was able to claim that the C-9979 landing ships were merely a new generation of the transport barges the Federation used to move trade goods from its starships to its customers on the ground. The truth was far more sinister, and the Trade Federation landing ships were to be seen across the galaxy during the Clone Wars.

"A MASSIVE INVASION..."

JEDI MASTER MACE WINDU

THE C-9979

TRADE FEDERATION LANDING SHIP

When the Trade Federation's massive fleet of *Lucrehulk*-class battleships arrived in orbit over Naboo, each of these carried 50 of the new 'space barges' that the Federation had commissioned from Haor Chall Engineering. As with the battleships, the landing ship soon proved to be far from innocent merchant craft.

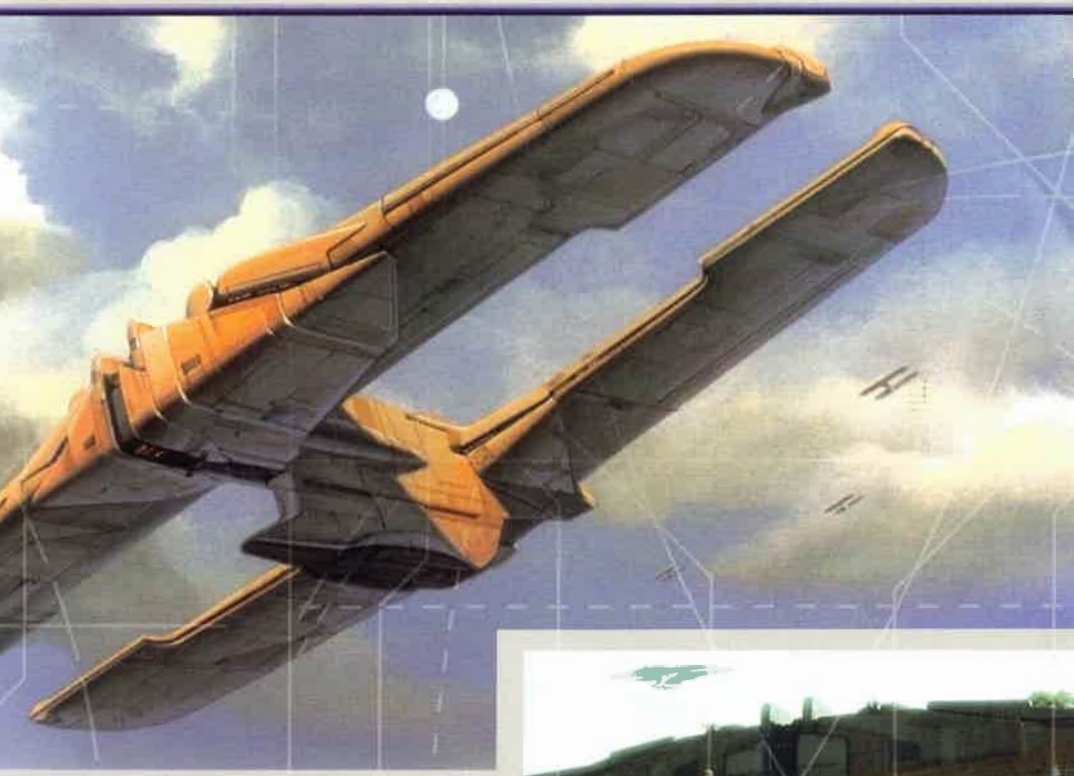
Creators of the Trade Federation's *Vulture*-class droid starfighters and the *Sheathipede*-class shuttles so beloved of the Federation's Neimoidian bosses, Haor Chall Engineering built big for the transport ship needed to carry the battle droids, tanks and transports that would form the ground forces for the Invasion of Naboo and any subsequent Trade Federation mechanised assaults. The C-9979 landing ship was 210m long, but its wingspan was a massive 370m, and the vessel towered over 100m high.

Tensor Fields

Haor Chall's design for the C-9979 was quite ingenious. The four massive wings of the ship were, to all intents and purposes, separate from the rest of the vessel. When the C-9979 was not in use and stored for transport, the wings were not attached, to save on power and to save stressing the supports. On assembly, the massive, heavy wings were kept in place by powerful tensor fields that not only held the wings to the fuselage, but also maintained the structural integrity of each individual wing. Furthermore, the tensor fields added to the load-bearing capabilities of each wing. This was just as well, considering how much the ship had to transport.

Big But Not Heavy...

The C-9979 transport had to carry a hefty cargo in its hollow wings. Each fore-wing held 24 Armoured Assault Tanks and three elephantine Multi-Troop Transports. The aft-wings carried 33 AATs each. Lastly, two futher MTTs were kept in the 'foot' section of the main fuselage, ready for immediate deployment alongside a small flight of STAPs, whose job it was to assist in securing and patrolling the landing



area. Internal repulsor tracks made sure that the vehicles were quickly and safely moved from their storage positions out to the main deployment doors. These immense double doors required a considerable landing area to open fully. Fortunately for the Trade Federation forces, the doors were heavy enough and were armoured sufficiently to sweep aside most vegetation and light structures as they rumbled back. Perimeter field sensors inside the doors scanned for landmines and similar hazards, which could then be dealt with by the STAPs or simply rolled over by the heavily armoured MTTs.

Repulsive

The landing ships used repulsorlift engines to fly to and from their starship transports, so they weren't particularly fast. Although heavily armoured, and defended by wing-tip twin blaster cannons on the fore-wings, and two far larger twin-turret cannons on top

of the main fuselage, the C-9979s were unshielded and relied heavily on starfighter support to keep them safe as they sought their landing sites. On landing, the repulsors were never fully deactivated, as they were needed to keep the landing ship upright and stable.

A Mobile Base

After landing, the 80-strong droid crew of the C-9979 used workshops in the fore-wing to service damaged droids and vehicles on an ongoing basis. The powerful droid control signal receiver and other communications equipment acted as a relay system, ensuring full control of the droid army. In short, each landing ship could act as a mobile operations base, making the ships an invaluable part of the Trade Federation forces.

DEADLY CARGO

THE C-9979 IN ACTION

On Geonosis, the Trade Federation Viceroy Nute Gunray pledged his full support to the Confederacy of Independent Systems. As a result, Trade Federation droid armies rolled out across the galaxy, with the C-9979 landing ships delivering them into battle on countless worlds, moons and even space stations.

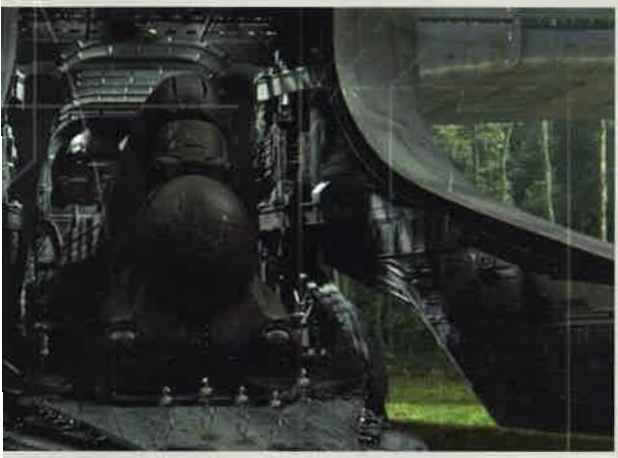
As with almost all of Haor Chall Engineering's designs for the Trade Federation and, later, the Confederacy of Independent Systems, any fault in the results delivered by the C-9979 could be fully attributed to the requirements and actions of their end-users.

Stowaway Jedi

A perfect example came during the first large-scale deployment of the landing ship during the Invasion of Naboo. The C-9979s worked absolutely perfectly, landing in even the challenging terrain of the Naboo swamplands, and deploying the ground forces quickly and efficiently. Unfortunately for the Trade Federation, the blinkered, inflexible programming of the battle droid army meant that two Jedi, Master Qui-Gon Jinn and his Padawan, Obi-Wan Kenobi, were easily able to slip aboard separate landing ships and thus escape the *Lucrehulk*-class battleship they had been trapped on. Once on the surface, Qui-Gon at least managed to evade the STAP patrols launched from the C-9979 he'd stowed away on. Obi-Wan was not quite so fortunate.

Base For Success

During the war, the Federation and the CIS used the C-9979 transports to carry an alternative load. Protected by three AATs, the transport unloaded a Mobile Command Centre. This came in sections that could quickly be assembled, defining a large, walled safe area around the landing ship. This cargo configuration for the



'Captain, we have searched the ship and there is no trace of the Jedi. They may have gotten on one of your landing ships.' **Rune Haako**

C-9979 included a *Sheathipede*-class shuttle, plus a clutch of B1, B2 and DSD1 battle droids for base security operations. Lastly, there was some space left for base provisions and equipment. The landing ship towered over the defensive wall, meaning its own weapons added to the defences of the temporary base.

Small Problem

Once they had landed, the sheer size and armoured bulk of the C-9979 landing ships, not to mention their weapons and those of the troops and vehicles they quickly disgorged, discouraged all but the most determined foes from launching an attack. During the massive assault on Coruscant in the closing months of the Clone Wars, however, four C-9979s discovered the dangers of taking on a Jedi Grand Master. On seeing a ship trying to deploy two MTTs and a handful of battle droids, Master Yoda used the Force to sweep the vehicles back into the C-9979, before pushing its doors closed and then pulling a second landing ship out of the sky. The two crashed together and were destroyed. For an encore, the little Jedi smashed a second pair together while they were still on approach – proof that the Trade Federation's technology was far from invulnerable.

LOTT DOD

THE NEIMOIDIAN SENATOR

Possibly the most dedicated and effective Senator of his era, it is an unfortunate fact that Lott Dod's mission to protect the interests of the Trade Federation he represented was entirely successful, even in the face of overwhelming evidence of the Federation's excesses.

If Lott Dod were to inform members of the Galactic Senate that stars were hot, it was likely that said members of the Senate would be forced to check for themselves rather than take the Neimoidian's word on the matter. Even before he was selected as representative for the Trade Federation, Lott Dod had a thoroughly deserved reputation as an expert legal council, able to easily warp procedure and the letter of the law to suit himself and the Trade Federation. His knowledge of both galactic and Federation legislation, not to mention the laws of a staggering number of other worlds and trading partners, could not be underestimated. Dod's ability to state thoroughly, logically, skilfully and passionately that black was, in fact, white could confuse and convince almost anybody. Add to this the fact that he was backed by one of the most powerful and wealthy organisations the galaxy had ever seen, and you have an idea why Senator Lott Dod became so influential in the closing years of the Old Republic.

Grand Appointment

Dod was a fast-rising star of the Trade Federation, and legal confidant to the likes of Nute Gunray, when a key

'I object! There no proof!! This i incredible'

Senator Lott Dod

decision was made to appoint a formal representative for the Trade Federation to the Galactic Senate on Coruscant. Who that would be was one of the few unanimous decisions ever made by the Federation's Board of Directors up to that point, and Lott Dod became a senator. He already had several allies in the Senate and wasted no time in extending that network. Soon, there was little that went on in the Senate that Dod did not hear of – usually well in advance.

Protecting the Trade Federation

As Senate Representative for the Trade Federation, one of Lott Dod's first great battles was against the taxation of trade routes. The Federation had been under attack from a group called the Nebula Front. Dod appealed to the Senate for assistance, as the Federation

PROFILE

Lott Dod

Homeworld
Neimoidia

Species
Neimoidian

Gender
Male

Height
1.9m

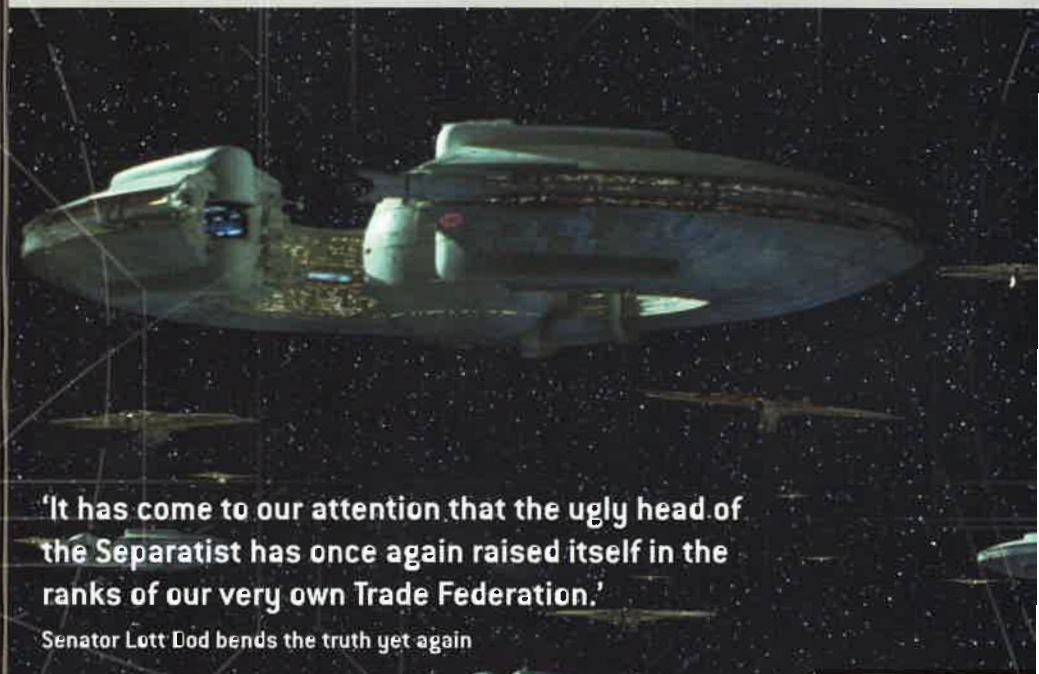
Weapons
Intellect and skill in oratory

Affiliation
Trade Federation, CIS

were technically not able to equip their ships with weapons capable of dealing with the pirates. Unwilling to grant the Federation the power that fully arming them would give, Chancellor Valorum proposed that the so-called Free Trade Zones the Trade Federation represented in the Senate instead join the Republic. The additional taxes would allow the Republic to fund forces that could defeat the pirates. Needless to say, this was not to Senator Dod's liking. In the end, a trade summit was held on Eriadu to deal with the matter. During the summit, the machinations of Sith Lord Darth Sidious saw all of the Federation Directorate assassinated – all save Nute Gunray and Lott Dod. Gunray assumed total control of the Federation, and Dod now had even more power and influence behind him. However, the taxation of the outlying trade routes – to pay for a force to defend Federation interests – went ahead.

Invasion? What invasion?

On the orders of their Sith benefactor, the Neimoidians reacted by blockading Naboo in protest. They invaded the peaceful world and, when the Naboo Queen came before the Senate to request help, Senator Dod ensured the Senate was too tied up in procedure to do anything. This had the added advantage of seeing Chancellor Valorum voted from office, and the weak Palpatine of Naboo installed in



'It has come to our attention that the ugly head of the Separatist has once again raised itself in the ranks of our very own Trade Federation.'

Senator Lott Dod bends the truth yet again

Dooku's Agent

During the Clone Wars, Lott Dod worked to legalise many of the gains made by Dooku's Separatist armies. When Pantora was blockaded by the CIS, Dooku tipped Dod off in advance. The Senator claimed that the planet owed the Federation money, hence the legitimate blockade. When the CIS machinations were uncovered, Dod stole the march on the Loyalists, revealing his former allies' Separatist connections before the Senate and lifting the blockade as a goodwill gesture to the people of Pantora.

his place. Even when Queen Amidala freed her own people and exposed the Neimoidians, Dod managed to protect Federation interests by distancing Nute Gunray's actions from those of the Federation as a whole. At the same time, Dod's legal wranglings kept Nute Gunray and others out of prison.

The Clone Wars

Senator Lott Dod continued to represent the Trade Federation with skill and vigour, defending it expertly despite numerous clear violations of galactic law. Even when hospitalised due to a speeder accident, Dod successfully defended the Federation from his hospital bed when they were caught providing weapons to Aqualish Separatists. When the Trade Federation threw in its lot with the Confederacy, and when their droid armies openly went to war with the Republic, Lott Dod continued in the Senate. Even as he plotted with the Separatist hierarchy in private, Lott Dod argued that Trade Federation resources had been stolen or otherwise illegally co-opted by the CIS, and that the Federation was a victim and not an aggressor. It is testament to his skill and influence that he was openly believed and supported by many.

LAAT REPLACEMENT

IMPERIAL DROPSHIP TRANSPORT

When Palpatine declared the Republic his Galactic Empire, clone troopers became stormtroopers. For a while, they used much of the same equipment and vessels that they had done as Republic troops. As the Empire grew, it turned to many of the same manufacturers that the Republic had used, contracting them for Imperial replacements.

Rothana Heavy Engineering had produced the Republic's Low Altitude Assault Transport (LAAT) gunships, and under the Empire, the company was invited to manufacture an equivalent. Though the Empire would eventually settle on the *Sentinel*-class landing craft from Sienar Fleet Systems, this was by no means because the Rothana option had failed – it was simply too much of an echo of the past.

Bring Out The Big Guns

While an unbelievable number of LAAT variants had been manufactured and fielded during the Clone Wars, the Empire wanted its stormtrooper dropships to be cheaper and more easily replaced so they could be manufactured in even larger numbers. The Imperial Dropship Transport, or IDT, was only slightly shorter in length than the LAAT/I, at 16.8m. While it had no additional space to the rear, the cockpit was more elongated. It was taller, thanks to the upper stabiliser wings, and had a wider wingspan – a full 20m. The savings over the LAAT series came from lighter armour overall and far fewer weapons. Gone were the air-to-air missile launchers and the four composite beam laser turrets. There were light laser cannons, one on each wingtip, and two further downward-facing blaster cannons mounted near the nose of the ship. Both sets of cannons were designed to soften up any opposition on or near the landing area. The mass-driver missile launchers that the LAATs had mounted on top were stripped down and instead mounted under the ship, projecting forward below the cockpit. Unlike with the LAAT, there was no escape pod for the crew of two – a pilot and a gunner. The IDT, which could be sealed for low-orbit insertion, could carry two squads of nine troopers, though accommodation was tight. On arrival, the doors on both sides folded up out of the way and six ramps, three to each side, folded out to allow easier disembarkation. The rear of the ship was given over to the engines, leaving no additional space for speeder bikes or supplies.

A significant detachment of Imperial Dropship Transports was stationed on Kamino by Darth Vader to protect Imperial experimental cloning facilities.

Imperial Dropship PROFILE

Type
Imperial troop transport

Manufacturer
Rothana Heavy Engineering

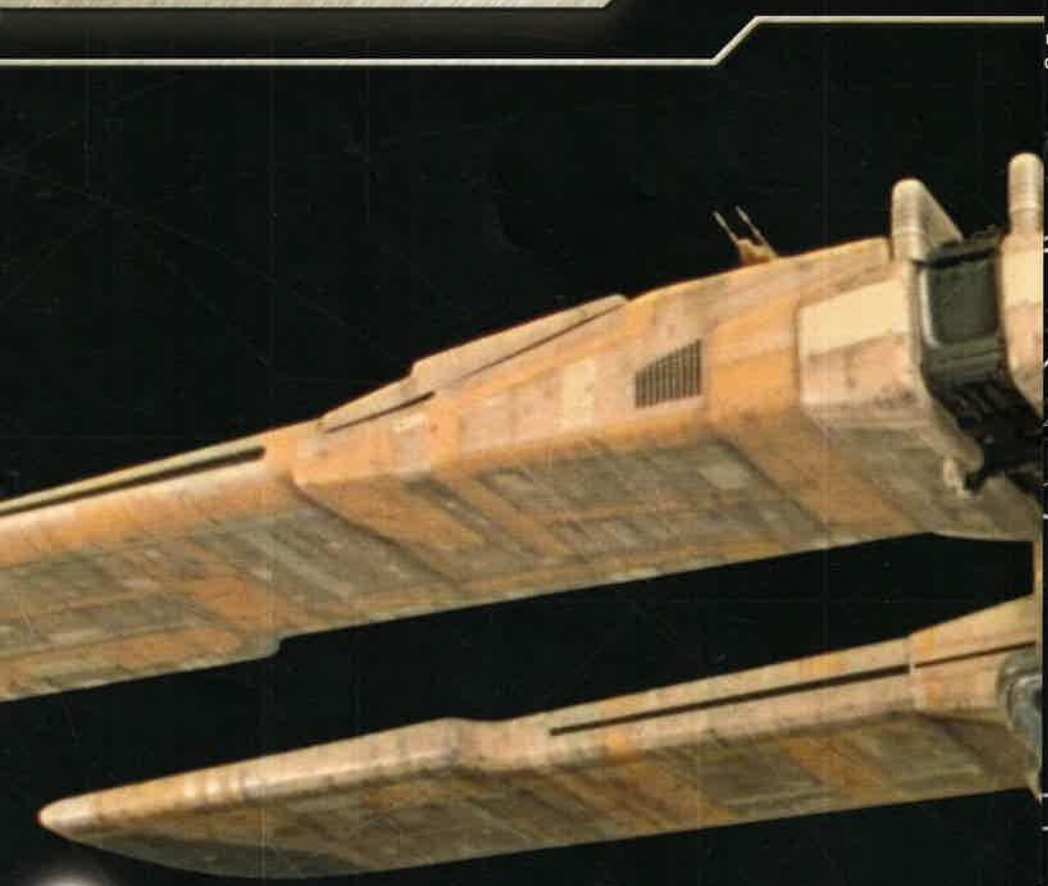
Size
16.8m long, 20m wingspan

Weapons
2x mass-driver missile launchers,
2x light laser cannons,
2x blaster cannons

Crew
1x pilot, 1x gunner

Passengers
18 stormtroopers

Affiliation
Galactic Empire



TRADE FEDERATION C-9979 LANDING SHIP

INVASION FORCE

Such was the success of the C-9979 that as the Clone Wars rumbled on, Haor Chall Engineering created an even larger version, pushing the design to its maximum size. Thanks to an enlarged landing 'foot', the C-9969 was able to carry an additional MTT. An additional six AATs and two more PAC droid carriers fitted into the longer, wider wings.

TRADE FEDERATION C-9979 LANDING SHIP

When
landin
and er
supers

Type
Heavy transport landing craft

Manufacturer
Haor Chall Engineering

Size
210m long, 370m wide

Speed
587km/h (atmosphere)

Weapon
2x twin turret-mounted cannons,
2x twin laser cannons

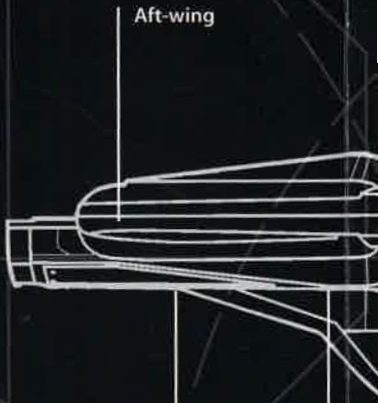
Cargo
28x Platoon Attack Craft (7 per wing),
114x Armoured Assault Tank (24 in each fore-wing, 33 in each aft-wing), 11x Multi-Troop Transport (3 in each fore-wing, 3 in central staging area, 2 in the landing 'foot')

Crew
88x OOM-series battle droids

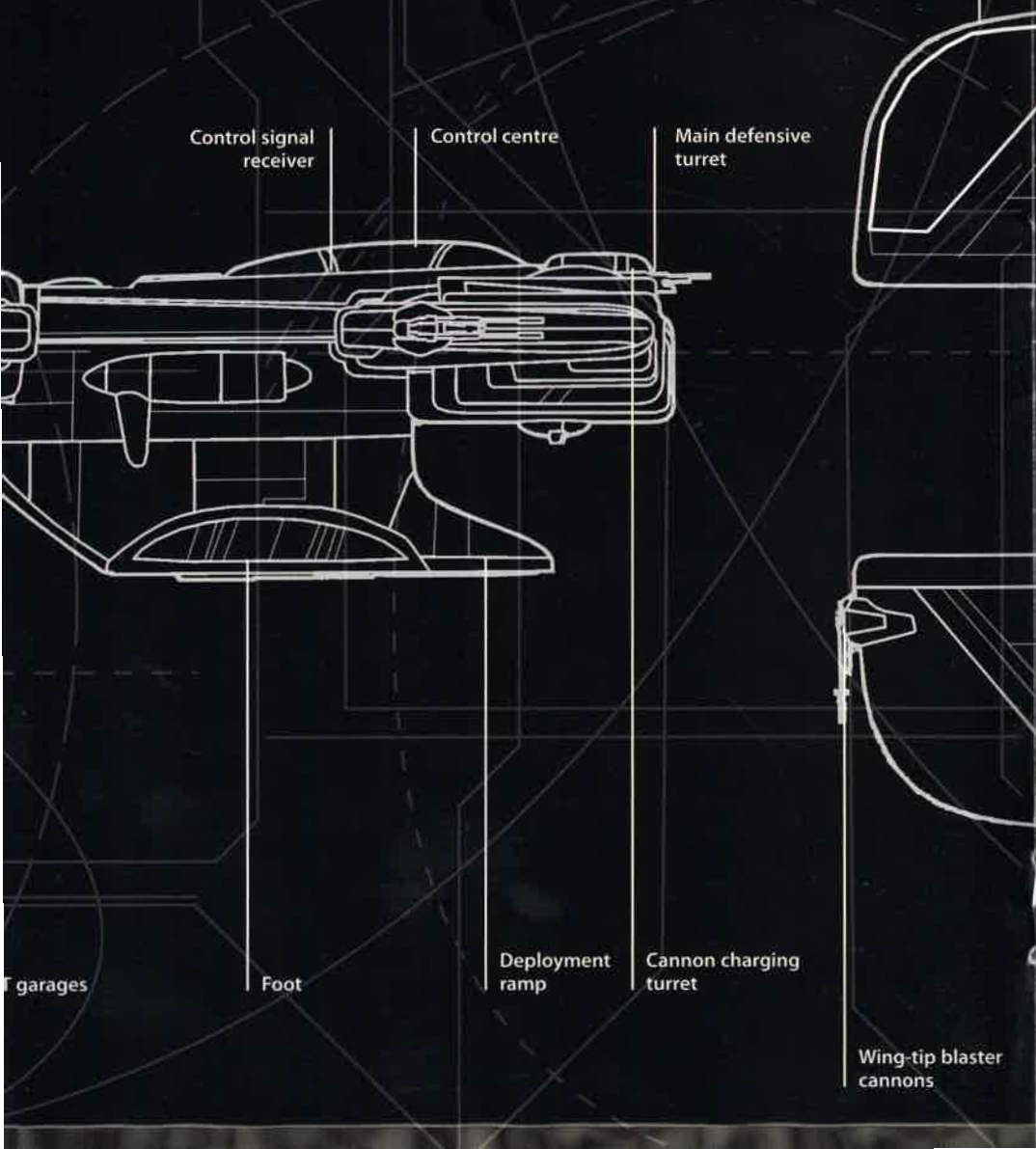
Passengers
30x repair droids, 40x OOM command battle droids, 39x OOM pilot battle droids, 164x OOM security battle droids

Cargo
1,800 tons

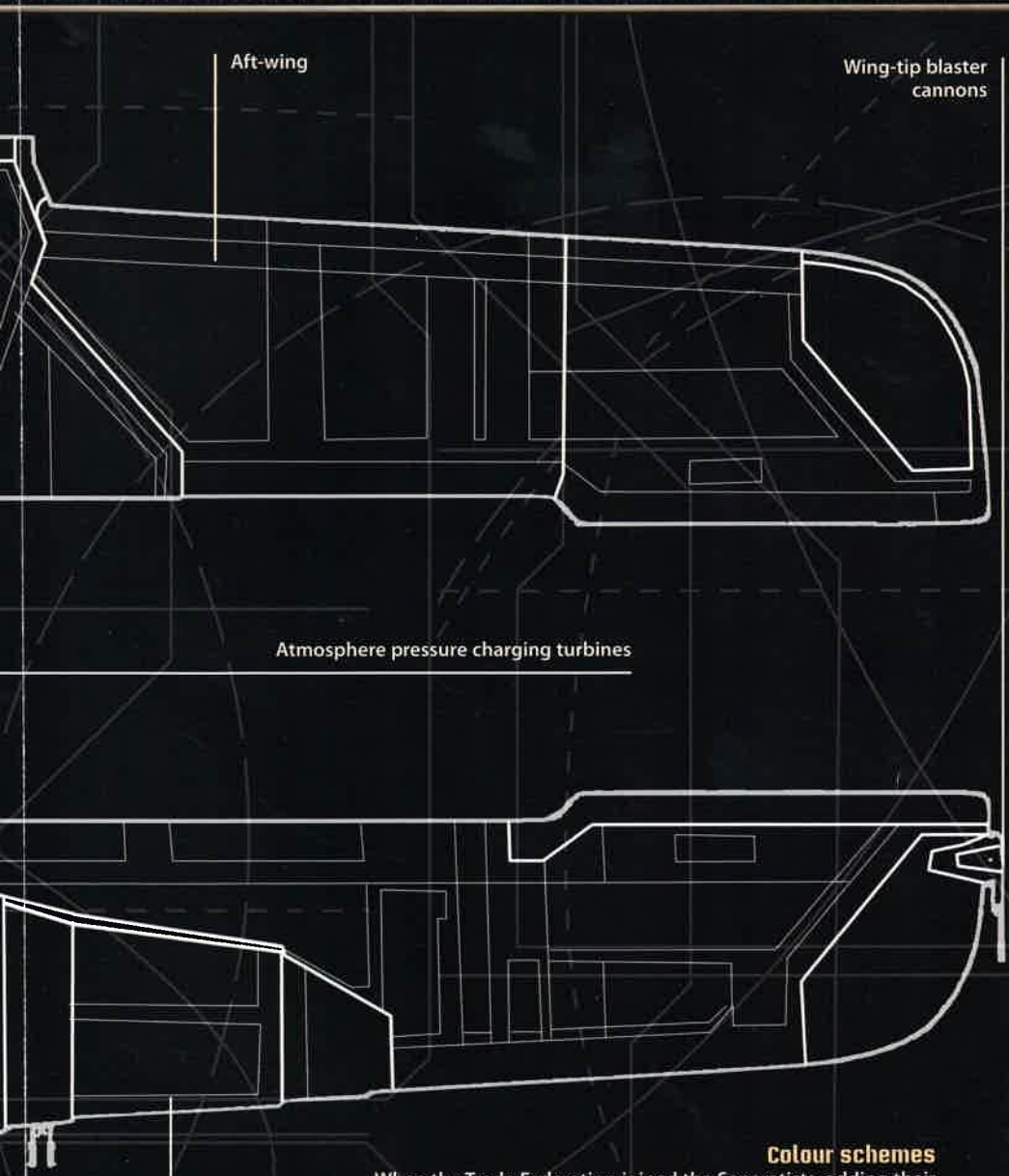
Affiliation
Trade Federation, Confederacy of Independent Systems



being carried aboard battleships to their targets, C-9979
ng craft were always stored with their bulky wings detached
mpty. This was to avoid putting unnecessary strain on the
structure while the tensor fields were switched off.



ravity stabiliser
Power couplings
Radiant drive engines
Induction power generator
Fore-wing
Main defensive turret
Landing ge fairing



Colour schemes

When the Trade Federation joined the Separatists, adding their droid armies to the might of the CIS forces, the C-9979's bronze-brown colouring was often replaced by the blue and white livery of the CIS. Occasionally, as during the likes of the Rugosa campaign, the ships were painted with camouflage colouring. Oddly, this was not the case during the invasion of Kashyyyk, when camouflage netting was used to conceal the landing craft from prying eyes.

DAULTAY DOFINE

SAD *SAAK'AK* CAPTAIN

Neimoidian Daultay Dofine was a member of a wealthy and well-connected family. Though he was often described as the runt of the hive, Daultay was able to trade on his family's name and position to advance his career in true Neimoidian style – through lies, bribery and back-stabbing.

The Dofines owed much of their influence and financial success to their contacts within the Trade Federation. Through these, Daultay was able to secure a commission as an officer on Trade Federation ships. He was a skilled sycophant, and a master at transferring blame to others. As a result, Daultay Dofine rose to the rank of captain in a relatively short time.

Unpopular

Daultay quickly got the hang of the fact that the Trade Federation had an economic stranglehold over their trading 'partners' in the Outer Rim, far from any Republic justice. His bullying ways earned him considerable personal wealth, while his ability to organise his missions in the most economical way possible earned the Trade Federation money and further advanced his career. He ensured his suppliers were utterly isolated, with no choice but to deal with him alone, and he dealt with pirates through cowardly bluffing and – usually unnecessarily – overwhelming violence. Daultay was successful, but deeply unpopular.

Loss of Revenue

Commander Daultay Dofine was in charge of the massive *Lucrehulk*-class freighter *Revenue* when he was first sucked into the plots of Nute Gunray. Daultay lost the *Revenue* to pirates, but was compensated by being brought into the inner circle of Viceroy Gunray. The loss of the *Revenue* had been part of the plans of Gunray's Sith Lord 'advisor', Darth Sidious. Daultay was never comfortable with the dealings that Gunray had with him, believing that his superior was out of his depth,

PROFILE

Daultay Dofine

Homeworld
Neimoidia

Species
Neimoidian

Gender
Male

Height
1.90m

Affiliation
Trade Federation

regardless of the successes he had. Events then spiralled out of Dofine's control, and he found himself Captain Daultay of the *Saak'ak*, the flagship of the fleet blockading Naboo. Transferred to the droid control ship when the fleet later dispersed, all of Daultay's fears came to be realised. Dofine took little pleasure from this – he was killed when the control ship was destroyed by Anakin Skywalker during the Battle of Naboo.

Stunted Slime

Daultay Dofine and his colleague Hath Monchar both openly expressed their misgivings to Nute Gunray over his dealings with Darth Sidious. Dofine went so far as to tell Sidious his plans had failed when Jedi negotiators arrived at the Naboo blockade. Sidious dismissed him, and Dofine's advice to Gunray was ignored once again.

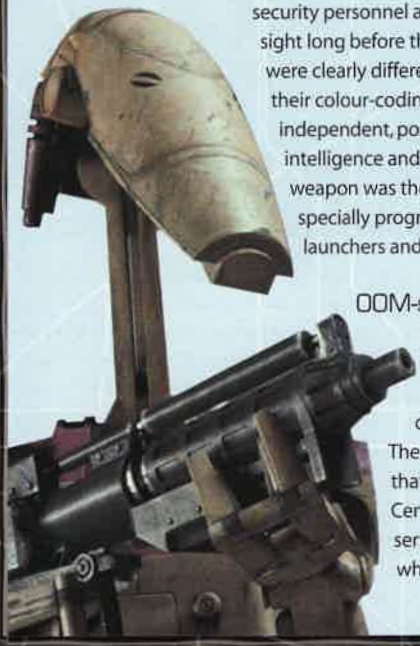
CIS BATTLE DROIDS

BATTLE DROIDS OF THE CONFEDERACY OF INDEPENDENT SYSTEMS

Even before the Invasion of Naboo, the Trade Federation made extensive use of the OOM-series battle droid. As the Federation and its Separatist allies looked to create armies to take on the Republic, the B-series battle droids were developed. The result was a large number of similar-but-different battle droid variants.

The OOM-series

The lazy, credit-pinching Neimoidians made extensive use of the 1.91m-tall OOM-series droids as bodyguards, security personnel and pilots. They were a common sight long before the B-series were developed, and were clearly differentiated from their later cousins by their colour-coding. Some were marginally more independent, possessing a higher level of artificial intelligence and programming. Their standard weapon was the E-5 blaster rifle, though some specially programmed battle droids used rocket launchers and other heavy weapons.



OOM-series Commander Droids

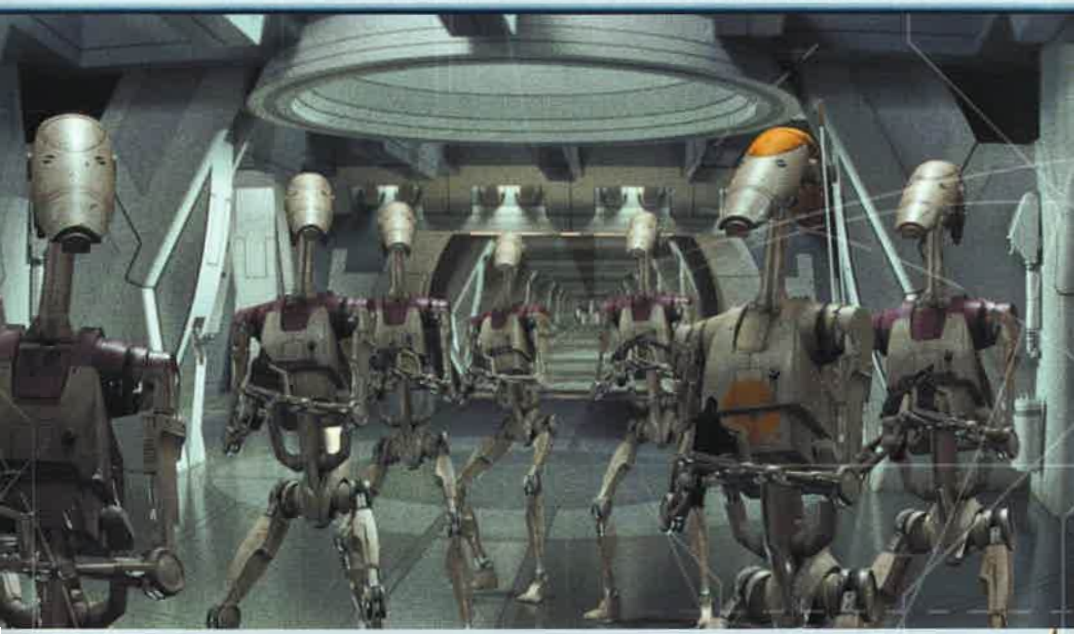
The only OOM-series droids gifted with significant independence and intelligence, the commander droids were given yellow markings. They had antennae on their backpacks that kept them in touch with the Central Control Computer, unless they served in vehicles such as the AAT, which had their own CCC transceivers.

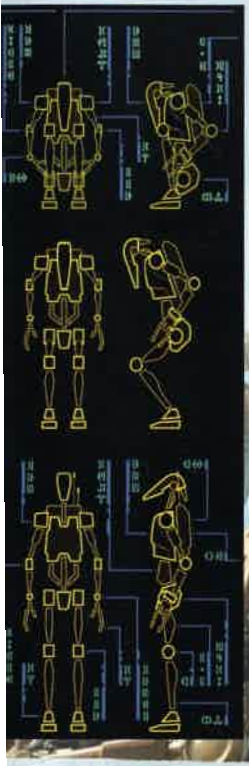
OOM-series Security Droids

These droids were given reddish markings and were by far the most common of the OOM-series battle droids. Although far from smart, and notoriously poor shots, these droids were the template for the later B1 battle droids, though the B1s were even less independent.

OOM-series Pilot Droids

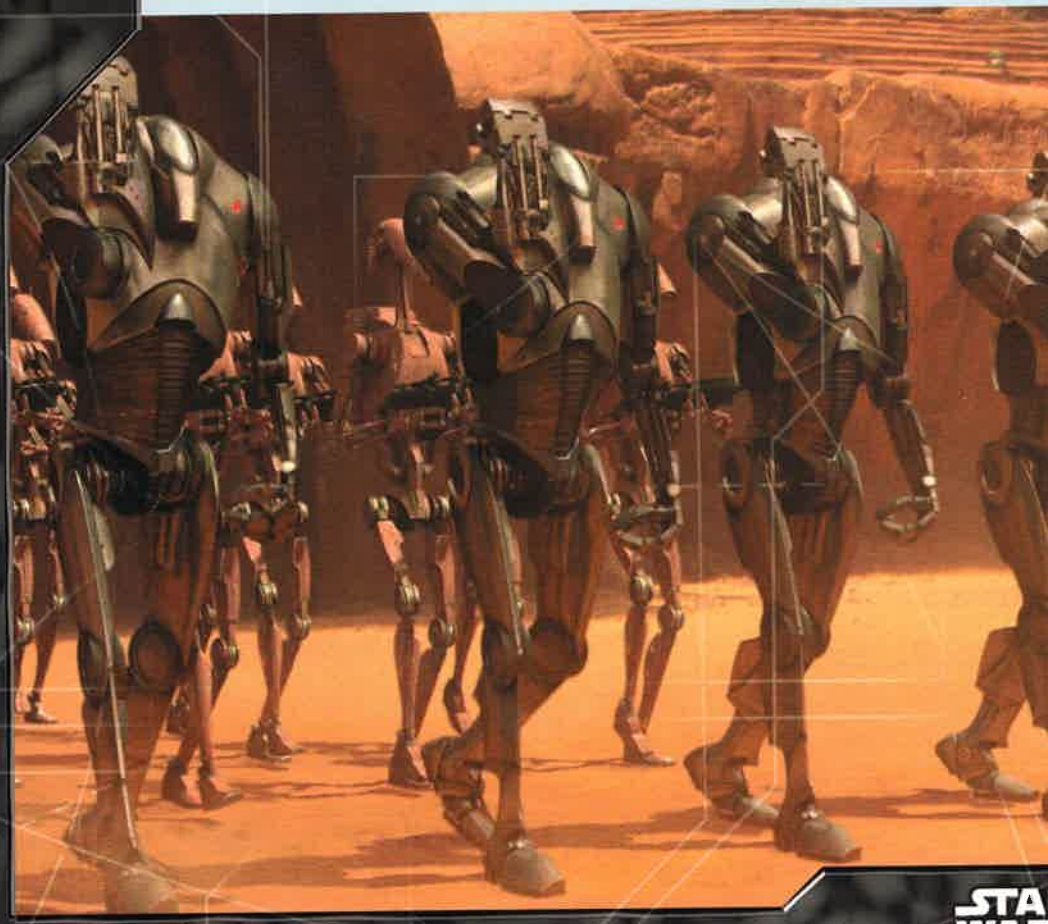
Given blue markings, the OOM-series pilot droids were not only programmed to pilot all of the ships and vehicles in the Trade Federation – and later the CIS – but also operated gun turrets, dealt with boarders (though they were not as combat adept as the security droids), and performed menial tasks and simple engineering duties.





'I'm taking these people to Coruscant.'
'Where are you taking them?'
'To Coruscant.'
'Coruscant? Errrrrr... That doesn't compute. Errrr... wait... Errrr... You're under arrest!'

A confused OOM-series commander droid talks to Qui-Gon Jinn on Naboo



Long Service

As the Clone Wars progressed, many veteran battle droids began to exhibit personalities. For the B2s, this merely gave them the opportunity to vocalise their aggressive intent more creatively. B2 battle droids saw service long after the Clone Wars, as caches of them were stumbled upon over the years. A platoon was even used by the Galactic Alliance during the war against the Yuuzhan Vong.

'Hey! You! You stupid little astro-droid...'

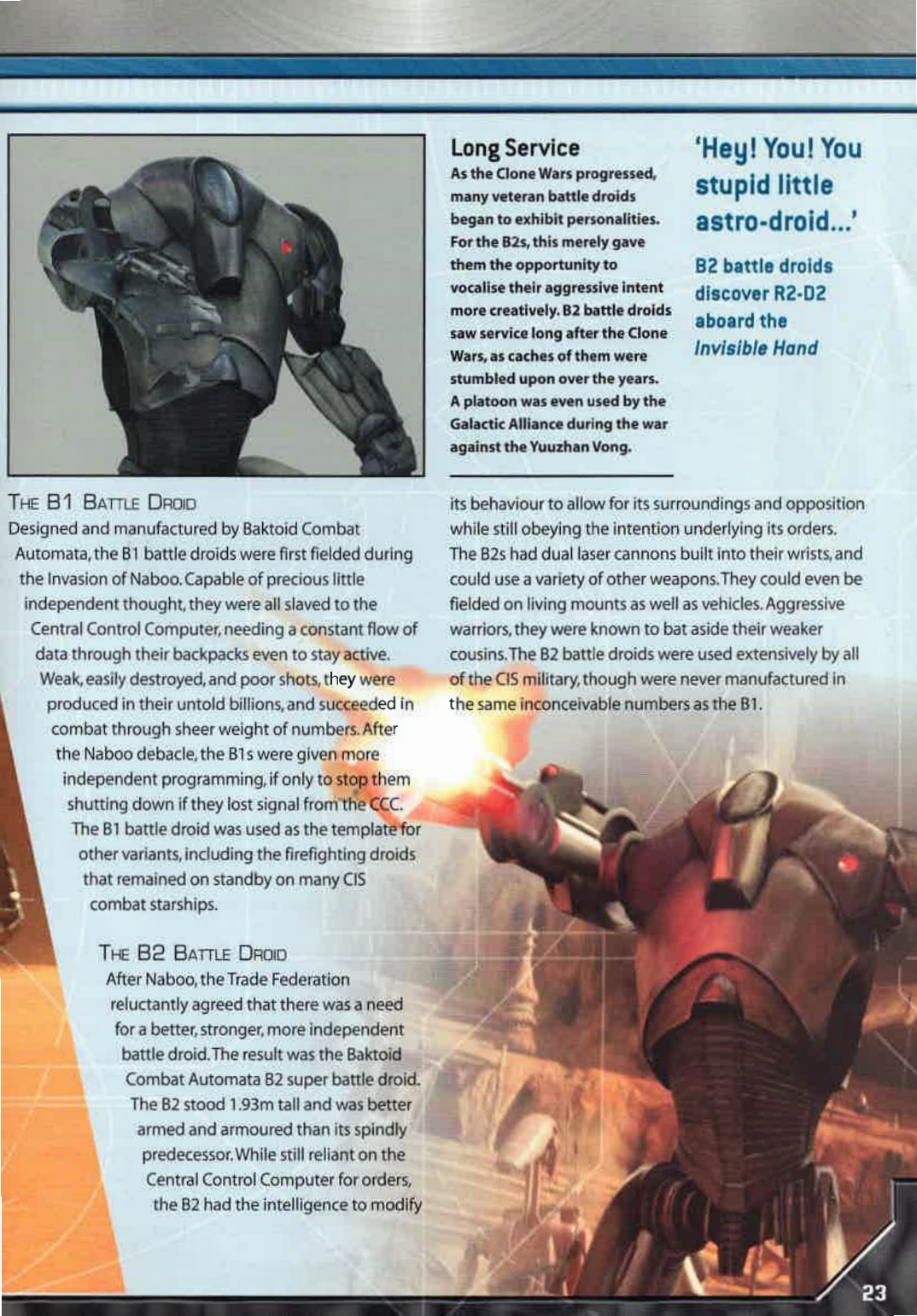
B2 battle droids discover R2-D2 aboard the *Invisible Hand*

The B1 Battle Droid

Designed and manufactured by Baktoid Combat Automata, the B1 battle droids were first fielded during the Invasion of Naboo. Capable of precious little independent thought, they were all slaved to the Central Control Computer, needing a constant flow of data through their backpacks even to stay active. Weak, easily destroyed, and poor shots, they were produced in their untold billions, and succeeded in combat through sheer weight of numbers. After the Naboo debacle, the B1s were given more independent programming, if only to stop them shutting down if they lost signal from the CCC. The B1 battle droid was used as the template for other variants, including the firefighting droids that remained on standby on many CIS combat starships.

The B2 Battle Droid

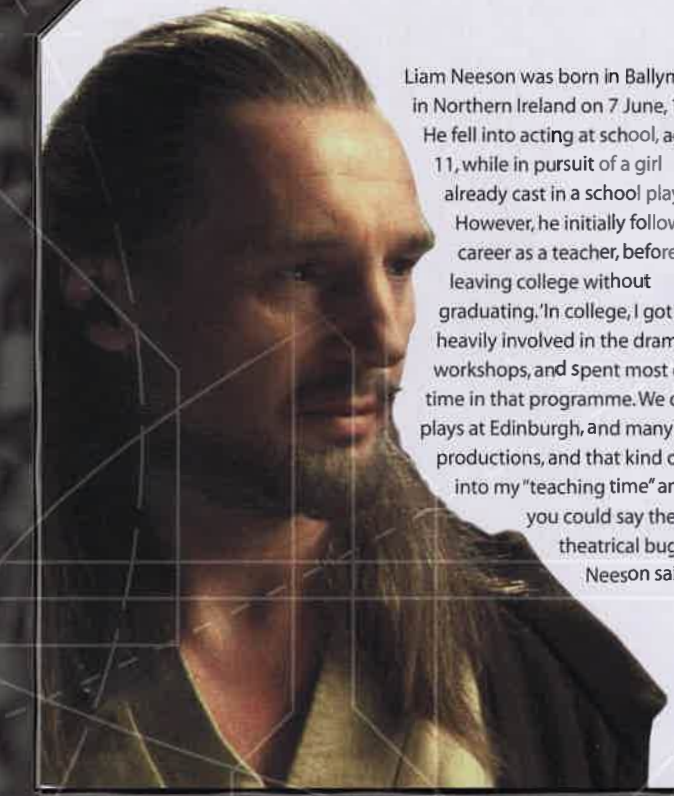
After Naboo, the Trade Federation reluctantly agreed that there was a need for a better, stronger, more independent battle droid. The result was the Baktoid Combat Automata B2 super battle droid. The B2 stood 1.93m tall and was better armed and armoured than its spindly predecessor. While still reliant on the Central Control Computer for orders, the B2 had the intelligence to modify its behaviour to allow for its surroundings and opposition while still obeying the intention underlying its orders. The B2s had dual laser cannons built into their wrists, and could use a variety of other weapons. They could even be fielded on living mounts as well as vehicles. Aggressive warriors, they were known to bat aside their weaker cousins. The B2 battle droids were used extensively by all of the CIS military, though were never manufactured in the same inconceivable numbers as the B1.



LIAM NEESON

JEDI MASTER

Early on in the pre-publicity ahead of the filming of *Star Wars* Episode I, the announcement of the addition of hugely respected Irish actor Liam Neeson to the cast caused considerable stir in the press.



Liam Neeson was born in Ballymena in Northern Ireland on 7 June, 1952. He fell into acting at school, aged 11, while in pursuit of a girl already cast in a school play. However, he initially followed a career as a teacher, before leaving college without graduating. 'In college, I got heavily involved in the drama workshops, and spent most of my time in that programme. We did plays at Edinburgh, and many other productions, and that kind of cut into my "teaching time" and you could say the theatrical bug bit,' Neeson said during an online chat at starwars.com. 'I've been acting since 1975 in Ireland, which was theatre, in Belfast and Dublin, and then John Boorman saw me in a production of *Of Mice And Men* at the Abbey Theatre, and he was casting for *Excalibur* and on the strength of that, he offered me the part of Sir Gawain in it. And that's when the theatrical bug grew into the movie bug.'

JEDI PATH

Already an Oscar nominee for his portrayal of Oskar Schindler in Spielberg's *Schindler's List*, Neeson remembered the process that led to him being cast as Qui-Gon Jinn. 'I had heard through a friend of mine that George Lucas was going to direct for the first time after 18 years... not only direct, but direct Episode I of *Star Wars*. I had heard

Qui-Gon Returns

Liam Neeson missed out on the chance to play Qui-Gon's Force-ghost in the prequels because of a motorbike accident. The *Clone Wars* cartoon series offered Neeson the chance to correct this in the Season 3 episode 'Overlords'. Neeson told *Entertainment Weekly:* 'These characters resonate... even after all these years. Growing up, my heroes were cowboys; they were strong and mysterious... For kids today, *Star Wars* has that same kind of magic. I really wanted to be a part of that.'

too that there were possibly two Jedi parts in this story, and I got my representatives to find out if it were possible for me to be in this film. And could I meet George and Rick [McCallum], which eventually happened in London.' Neeson had no reservations about taking a role in *Star Wars*. 'I didn't, because first and foremost I wanted to work with George Lucas. I have been a fan since *American Graffiti* days, and while I hadn't read the script (until I committed to the film), I knew it would be an extraordinary journey, so I had no qualms about doing it or not doing it. And I *had* to find out what it was to twirl a lightsaber! Especially a *green* one!'

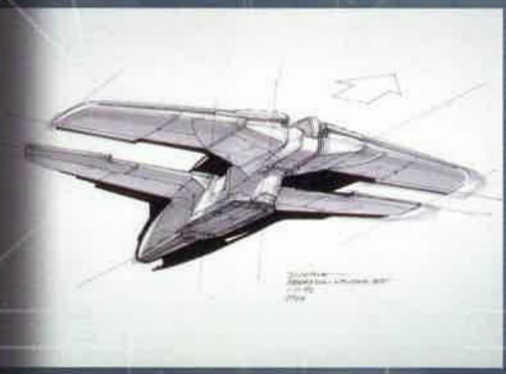
INVADING FROM SPACE

CREATING THE C-9979 LANDING SHIP

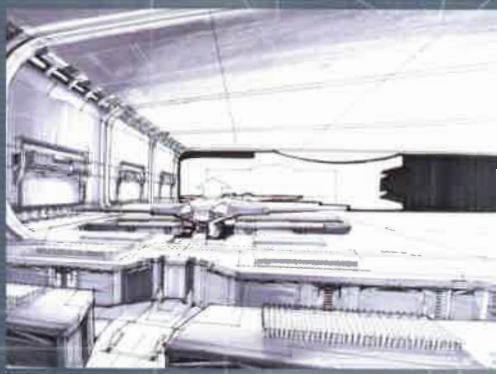
FROM CONCEPT TO 'FLIGHT'

1 Chiang began by loosely sketching out a wide variety of ideas, some of which are shown here on a pad dated 15 April 1995.

2 This original idea for the transport hovered over the terrain while it lowered the MTTs, contained in metal cocoons, down to the ground.

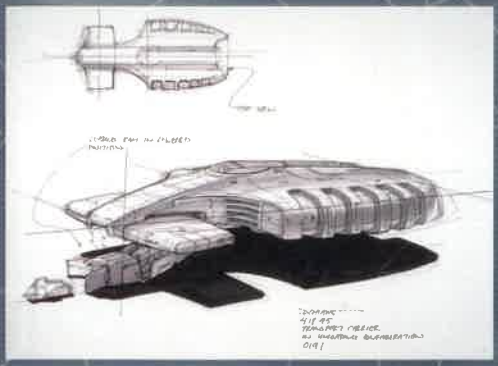


5 By January 1996, Doug had arrived at the dragonfly look. Though he thought it looked like a biplane, Lucas was happy with the design.

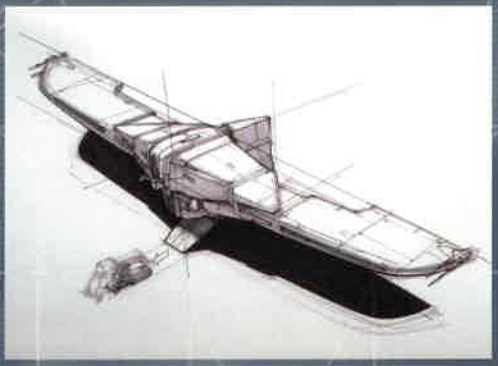


6 This production picture from March 1996 showed the landing ship in the hangar of the Trade Federation battleship.

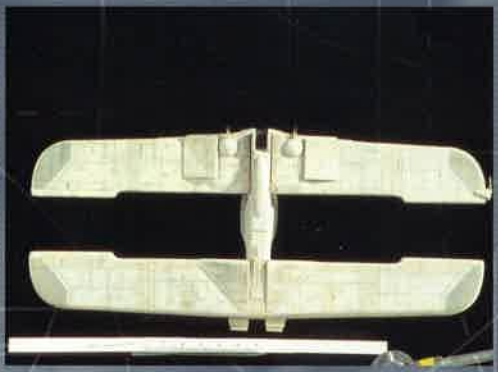
Designed by Doug Chiang over a year between early 1995 and 1996, the Trade Federation landing ship went from looking like a large dirigible to being based on a huge, primordial dragonfly.



3 George Lucas asked for something more threatening and imposing, so Chiang experimented with the above design later that month.



4 Drawn on 18 April 1995, Chiang sketched out a transport with folding wings that starts to take on a shape we recognise.



7 A top-down shot of the unpainted production model, making the symmetry of the extended wings very clear.

8 'Flying' the finished production model, now in the familiar colours that would be seen in the Invasion of Naboo.

DID YOU KNOW?

1 This is a detail shot of what?

2 What is this an early design sketch of?

3 What do the Neimoidian pilots aboard the *Lucrehulk*-class battleships wear the goggles and mouthpiece for?

VERS:

the underside of the Trade Federation
g ship. Notice that the underside of the
floor' is still to be painted.

early production sketch by Doug Chiang
belled 'Federation/Republic ship-fighter'
dated 20 November 1995. It's a modified
n of a design for the landing ship that
g tinkered with earlier that same month.

pilots on the Trade Federation's battleships
the goggles to allow them to see a
aphic display of data and the mouthpiece
ned a comlink. It was uncomfortable but
for their credit-minded masters.

GAMORR – HYPORI

Gamorr

Region: Outer Rim Territories
System: Opoku System

From the days of the Old Republic right through Imperial times, the advice to anyone seeking to visit this green and pleasant world was always the same: Do not visit Gamorr! It was home to the violent matriarchal 'civilisation' of the porcine Gamorreans.

Geonosis

Region: Outer Rim Territories
System: Geonosis System

Thanks to its weak magnetic field, solar flares bathed Geonosis in radiation storms, creating a barren planet where only the most determined species survived. Home to the insectoid Geonosians and their battle droid foundries, this was the location of the first battle of the Clone Wars.

Hok

Region: Colonies
System: Hok System

Homeworld of famous podracer Mawhonic, Hok was a Gran colony established around 1000 years before the Clone Wars. After too many Gran emigrated there, settlement had to be severely restricted. This led to a partial breakdown in government, and an increase in corruption.

Honoghr

Region: Outer Rim Territories
System: Honoghr System

Honoghr was devastated when a ship crashed onto it, releasing deadly Trihexalophine 1138. The native Noghri barely survived, but the ecosystem was restored with aid from the New Republic, who discovered the Empire had used the crisis to enslave the Noghri.

Hoth

Region: Outer Rim Territories
System: Hoth System

Famously the site of one of the Rebel Alliance's worst defeats, Hoth's hostile ice world had a fascinating ecosystem and its principal predator, the Wampa, was also transferred to other worlds. The Wampa was later protected from overhunting by the Galactic Federation of Free Alliances.

Hypori

Region: Outer Rim Territories
System: Hypori System

Hypori had not evolved its own sentient species when, after the Battle of Naboo, the Separatists used the temperate world as a secret production factory for battle droids. When the Republic attempted to destroy the factories, General Grievous instead destroyed the Republic taskforce.

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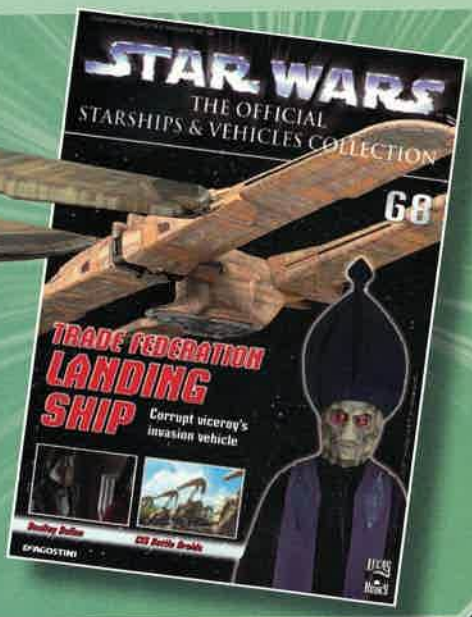

WITH ISSUE 68: TRADE FEDERATION LANDING SHIP

Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE

WITH ISSUE 69: AT-PT TRANSPORT

Model unavailable for photography at time of going to print.

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